

Job title: 2D Artist

Location: Office in Birmingham. This role is remote

Rate: £200-£230 per day depending on experience

Job Type: Freelance

Who we are

We are a Birmingham-based creative start-up that develops interactive digital experiences with creative partners and clients worldwide.

We provide services and solutions to cover all phases of the digital product life cycle. Working within multiple industries that include marketing, entertainment & education, we exceed our boundaries each day. Co-founded in 2020 by Genea Lynch an industry recognised tech entrepreneur who has over 10 years' experience in the field.

What we do

Captivate Reality has been championing accessible AR & VR within a wide variety of sectors including medical, construction, farming & training. We push the boundaries of what's possible with immersive content. From AR to VR or immersive apps to WebGL, we've got it covered.

Why we're different

We have a strong belief in the power of innovative experiences and how they can improve our lives and are true champion for them. We've produced an extensive collection of immersive projects always with a no-fuss, down to earth approach. Our vision is to make innovative digital experiences that are accessible, understandable, and cost-effective for ALL.

Who we are looking for

We are looking for an experienced 2D Artist to join our small friendly team and help shape the future of the company. The main purpose of this role is to provide game ready assets to be used in our VR, AR, mobile and web applications.

You will be responsible for in game HUD and UI assets. You will have to be versatile on a day-to-day basis, tackling a variety of tasks while collaborating with outsource partners, Art direction, Tech-Art, and Concept Art to ensure assets are visually impressive and are within the performance constraints.

The ideal candidate will be passionate and self-motivated, and someone who enjoys working across all aspects of digital art, from 2D design to animation. You'll touch almost every part of the application development from in-game assets to marketing materials. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.

Every contracted artist may become a Captivate Reality core team member and as such have an opportunity for fix-term contract or employment if having UK residency.

If you feel this is something you would enjoy doing, we would love to hear from you.

What you will be doing

- General 2D asset content creation including graphics, videos, and UI's
- Iterate and polish assets in engine (Unity)
- You will be required to create, and quality assure that assets adhere to technical briefs

How you will be doing this

- We need someone who can work quickly and efficiently and has excellent time management skills
- You'll be part of a small agile creative team working closely to ensure the best results
- You'll think creatively and be motivated by challenges and constantly striving for the best

Key skills we're looking for...

- Impressive portfolio demonstrating high-end visuals of 2D assets
- Expertise with Adobe Creative Suite (Photoshop, Illustrator, AE etc)
- Experience using game engines, ideally Unity
- Experience in creating 2D in game graphics, animation, and User Interface
- An extensive knowledge of Android/iOS Interfaces and requirements
- A well-rounded grasp of colour theory and composition
- Collaborate with programmers and product manager to help create and implement high quality visuals within technical constraints, and deadlines.
- Demonstrate a positive, adaptive attitude & effective time management skills
- Respond professionally to creative feedback
- Demonstrate creativity and adaptability to different project requirements
- Attention to detail & self-motivated

What you'll bring...

- 3D Modelling skills a benefit (3DS Max, Blender, Maya)
- Experience with PBR creation tools is a benefit (Substance, Quixel, Mari)
- Coding skills a benefit
- A self-starter who can work well in a fast-paced environment and enjoys problem solving
- Strong passion or interest in AR, VR, and mobile games.

Our philosophy

We are passionate about what innovative experience can do to enrich our everyday lives. We aspire to pour our passion into every project we collaboratively develop resulting in informative, entertaining & inspiring experiences for our creative partners and clients worldwide. With the right people in the right environment anything and everything is possible.

Find out more

www.captivatereality.com

Some examples of our work

<https://captivatereality.com/projects-1>

<https://www.youtube.com/channel/UCcFF4jLMZK4boIpLqWNNVEQ/videos>

Application details

Applications will be assessed on a rolling basis as we are looking to engage the role ASAP.

Interviews will be conducted over Teams.

Interested applicants should send a CV and covering letter detailing their experience for the role and their availability to: studio@captivatereality.co.uk